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About This Game

Go bananas for a jaw-dropping, lightning-fast kart racer for all ages and abilities! All-Star Fruit Racing propels players into vibrant worlds filled with incredible action: drift through looping bends, soar over monumental jumps and defy gravity itself around tubular tracks in an explosively colorful racer bursting with championships, modes and awe-inspiring sights!

Jump into a bumper career mode!

Pick your favourite character and battle for the first place trophy in a series of testing championships. Balance speed and skill as you battle nine other racers in a frantically fruity scrap for the podium and the all-important winner's prizes, unlocking new characters, championships and kart parts along the way!

Master all the modes!

Called yourself the champion of the champion? The journey has just begun! Create Custom Championships and select between three different difficulty settings and speeds to fine-tune your challenge, or dive into a range of different gametypes including Dragster races, Hill Climbs, Elimination races, Time Attacks and even modifier-filled modes that rewrite the rulebook!

Dominate the seasons!

Burn rubber in 21 incredible courses spread across five stunning worlds: Spring, Summer, Fall, Winter and Special Islands. Speed up volcanoes, around the twisting bodies of giant snakes and between giant, kart-crushing snowballs on some of the craziest racing tracks ever imagined!

Fire up The Juicer!

Bruise your foes (and their egos) by unleashing devastating fruit-based moves with the innovative Juicer power-up system. Collect different types of fruit as you race to fill up The Juicer's liquid tanks, then custom-combine your juice tanks' power to let loose a combo power-up. Will you let loose a volley of different power-ups, or save all of your fruit power until your unique Mega-Juice move's ready to help you reach first place?

Take on friends and family!

Don't race alone! Share the All-Star Fruit Racing fun with everyone in two-, three- and four-player split-screen action!

Challenge the whole world!

Race against others from across the globe in eight-player online showdowns!

Customize your kart!

Unlock new parts as you play to help you redesign, rebuild and recolour your dream ride. It's not just about winning - it's about winning with style, and over 32,000 possible kart combinations await so your perfect vehicle is just a tinker in the Garage away...

Title: All-Star Fruit Racing
Genre: Action, Indie, Racing, Sports
Developer:
3DClouds.it
Publisher:
PQube Limited
Release Date: 13 Jul, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: 64 bit Windows 10 / 8 / 7

Processor: Intel Core i5-2500K 3.3GHz / AMD FX-8150 3.6GHz or equivalent

Memory: 4 GB RAM

Graphics: GeForce GTX 550 Ti / Radeon HD 6790 2GB VRAM*

DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

Sound Card: DirectX compatible soundcard

Additional Notes: * Laptop versions of graphics cards may work but are not officially supported. Steering wheels not supported.

English,French,Italian,German,Japanese,Korean,Russian,Simplified Chinese,Traditional Chinese

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PLANETARY REPORT

- 11 **CASTOR II** 83 12 13 0
Building: Machine Altar
- 8 **DZIRIX** 80 -4 22 0
Building: Machine Altar
- 8 **SORIAL IV** 77 7 22 0
Building: Planetary Defenses
- 9 **MANDIR II** 76 4 12 0
Building: Carrier
- 12 **FARIN III** 65 3 3 0
Mining
- 10 **SORIAL III** 60 5 13 0
Building: Transport
- 3 **HALDON III** 35 6 1 0
Building: Mine Hauler
- 9 **WYEMMIT** 11 6 2 0
Mining
- 6 **HALDON IV** 8 -2 1 3
Building: Machine Altar
- 9 **ACRUX II** 0 -3 0 -4
Building: Machine Altar
- ACTAR I** (Outpost) Greenah

MANDIR II

HARMONIZED HUMANS

Yield per colonist:
10 3 0.25 0

Forced Labor

Experiment

Deharmonize

Racial Traits: Inorganic, Infertile.

Morales: 0
No morale issues.

HARMONIZED
Harmonization allows other species to connect directly with the Tinkers' machine god. Provided that a Machine Altar (M) is present, harmonized populations are immune to the effects of morale, and will never revolt.

While the exact effects vary from species to species, harmonization typically increases population.

76 40 -77 0 12

4,115,354
(+11,850)

2,720,330
(+11,850)

2,609,202
(+11,851)

QUEUE

Building: Carrier
76/062 (70% cost) Buy: 1758 736
-8 turns left

CARRIER





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If you don't mind the low resolution(640x480 & can't be changed), totally recommend it!!!. First, Very good graphics!

I really like this game but it has some bugs that can't be ignored. I'll change my review when the bugs will be gone.

- Left handed support! I k'now I can just switch the Vive Controls but it doesn't feels right.
- Every tigger release the game pauses and you can see the Vive controls for a 1/2 second this is really bad for immersion.

Wow! I never had this headache and dizziness with any Vive game but the trigger bug gave me a real headache both times I tried the game. Haven't played Multiplayer, I'll check the other bugs (memory leaks) later when this headache passes.

It is a good game at a good price but these bugs is a deal breaker for me.. not bad for a free game, remindes me of some ps1 kids games. Good game. Weapons are satisfying just like the demo. Not wave shooter. It's got teleport, free movement. Some levels have objectives.. loving it so far bit of a trick to get the hang of it when not playing moto gpo games for a few years. I really really wanted to like this game. It was great fun at first, but the lack of any semblance of a story really bit it for me. It was fun to bash things about and figure out the abilities for a few hours, but then got rather boring. I will probably pick it up from time to time and play it, but it is not a game I would recommend for the vast majority of people.. Currently plagued with odd steam problems now, but otherwise, still playable when you create a desktop shortcut instead. The unit customization is fun, the unlocks system still rewards you when you lose, and the combat is very frantic and fun when you have the right setup. Tis' a shame that I'm not a tower defense junkie, and I personally found it somewhat boring after a while. Not a bad game, but I hope they provide good support, additional game modes, and some DLC in the future.

6V10 because I'm a tsundere sex symbol.

Yes, I've only played this game for 20 minutes but that's all I need to know that this is a poorly coded game that has been pushed out unfinished to cash in on Wimbledon.

First impressions last as they say and in this case the game loaded at a resolution 1360x768, the maximum one selectable from a choice of three that included 1280x720 and 1280x800! That was not a great start! This is on a GTX 1080 Ti graphics card and, no, this is not a port of a WiiU game! The main menu has incomplete button prompts too, A for Confirm and B for...? At a guess, it's Quit but the game doesn't bother to tell you that; it just shows a button letter with no text. Yes, the quality control is fantastic for this game!

Visually the game is very dated and barely improved over the Top Spin games on Xbox 360 and PS3. Presentation is also lacking with blurry fonts and a depressingly lacklustre character customisation option which does the bare minimum to just about qualify as being customisable. You get a choice of pre-set faces but no options to tweak facial details, facial hair, hair styles, kit, etc, you know like other tennis games have been doing for years.

Gameplay is fine, pretty much like Top Spin, but everything else is so disappointing and/or buggy that it's hard to feel anything else but bitter disappointment. This is a budget game being sold at a near full-price of, at the time of writing this, £32.99 (20% off). It doesn't even ship with online gameplay - that's coming soon apparently. I would not recommend buying this game until it is has been patched with the online mode included and other bugs fixed.. **Overview:**

Let me just start by saying that this pack should be avoided until either, A. it's on sale, or B. the content of the DLC is reworked. This DLC pack feels like it's been rushed and pushed to meet a deadline before the end of the year, and it honestly should've been put on hold.

The Pack:

The character itself is Scarface, or that's what the character is supposed to be seen as, although the actual Tony Montana from the movie would be about 76 years old as of right now, but I wouldn't know because Overkill never gave him a nationality or age description in his character bio as I am currently writing this (now updated).

His firearm is the Little Friend assault rifle, which is obsolete due to its grenade launcher gimmick (to make it more movie accurate because Scarface had an M203 grenade launcher on his rifle). What makes this weapon atrocious is the lacking ammo pool (20/40) and poor customization options. There are currently **NO NEW OR EXCLUSIVE MODIFICATIONS** for this weapon. No long barrel, no compensator, nothing. They don't even include any weapon stocks, magazines, or grips, making modifications very limited. As for the M203 grenade launcher, it can carry 3 grenades with is fine, but has limited range. The gun is rigid and should only be used on lower difficulty, or not at all.

Aside from that, there's the two masks that you get with the character packs, colored and uncolored. A new melee weapon, the chainsaw, is added but due to the surplus of melee weapons we already have that are much more viable to use, it just feels unneeded. The Kingpin perk deck seems decent for those running an armor build because it primarily focuses on keeping you in the fight longer.

Conclusion:

Overall, this DLC does not break any new ground. If you really look at it, there are signs of it being rushed and pushed way too quickly. The crossovers need to stop because adding in a character from a 30 year old movie or promoting a spin-off of said movie doesn't fit the narrative or make any sense. The perk deck may be useful to some, but the assault rifle and melee weapon is outmatched by almost every other assault rifle/melee weapon in the game. I'm gonna say you should get this DLC when it's 75% off.

TL;DR: Scarface is unnecessary, assault rifle and melee weapon are obsolete, perk deck may work pending on playstyle.

Solutions To Fix This Pack (Optional to Read):

1. Add an age and nationality description to the bio to keep it consistent.
2. Make the M203 grenade launcher optional to add. But it ruins the gimmick! So? Removing it should be an option regardless for those who don't want it.
3. By removing it, increase the total ammo to 120-150, instead of 40.
4. Increase ammo if it is still attached, at least make it 20/80 or even 20/100 for more viability.

5. Include some exclusive modifications for this weapon, and include magazine, stock, and grip mods. . What a crappy ripoff of Super Meatboy except \u2665\u2665\u2665\u2665\u2665ier.. I would recomend this game to any who like FPS and\or Towerdefence, it captures both aspects very well and cordinates it into what we see. 8\10. If your looking for a tough challenge, this might be a decent game for you.

TLDR: This should have been a DLC to the original game, really.

If compared to the original Crashday game, there is refill pickups and a more brutal AI but the AI is also cheating in some sense, getting much tougher armor on it's vehicles and this is after boosting the damage of guns, mostly for the AI.

If you haven't already bought the original Crashday, this isn't too badly priced,

But it isn't worth it if you already have it as this is essentially just a few tweaks and a sloppy mod support added.

Every single mission is the same, every tile for the track editor is the same.

Nothing new for the existing vehicles as far as i could see and no new vehicles either.

The shop/garage in carreer mode has been weirdly reworked, now it is a bit buggy and just feels re.ta.rd.ed when it is working

Also: the custom music option is gone, except for a mod with extra music.. It's good but the price should be 4.99 not 9.99 I bought it at .99 but that was a sale otherwise quite enjoyable. Best \$1 I've ever spent.

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